

CLAIM AMENDMENTS**Claims pending:**

- At time of the Office Action: Claims 1-13, 16-44, 55-67, and 70-83.
- After this Response: Claims 1-8, 10-13, 18-22, 25-30, 35-43, 55-67, and 70-83.

Canceled claims: 9, 16-17, 23-24, and 31-34 without prejudice.

Amended claims: 1, 11, 13, 18-21, 25-30, 35-43, 55, 62, and 70.

New Claims: None.

The listing of claims below will replace prior versions of claims in the application:

1. (Currently Amended) A game console, comprising:

a memory;

a processor coupled to the memory; and

a console application stored in the memory and executable on the processor, the console application presenting a user interface to facilitate access to multiple different media types associated with a plurality of different media sources, wherein each of the multiple different media types has an associated graphical element in the user interface, and wherein each of the multiple different media types has an associated menu that is displayed upon selection of the associated graphical element in the user interface.

2. (Original) A game console as recited in claim 1, wherein the memory comprises a hard disk drive.

3. (Original) A game console as recited in claim 1, wherein the media types are selected from a group of media types comprising game data, audio data, and video data.

4. (Original) A game console as recited in claim 1, wherein at least one media type is stored remotely from the game console.

5. (Previously Amended) A game console as recited in claim 1, wherein the media types include system settings.

6. (Previously Amended) A game console as recited in claim 5, wherein the user interface comprises a games collection menu that is presented upon selection of a selectable graphical element that relates to a game media type, the games collection menu identifying currently available games.

7. (Previously Amended) A game console as recited in claim 5, wherein the user interface comprises a music collection menu that is presented upon selection of a selectable graphical element that relates to an audio media type, the music collection menu identifying currently available music.

8. (Previously Amended) A game console as recited in claim 5, wherein the user interface comprises a movie collection menu that is presented upon selection of a selectable graphical element that relates to a video media type, the movie collection menu identifying currently available movies.

9. (Canceled).

10. (Original) A game console as recited in claim 1, further comprising:
a portable media drive configured to communicate with a portable memory device that stores a particular media type; and
the user interface being configured to facilitate access to media types other than the particular media type stored in the portable media drive.

11. (Currently Amended) A game console as recited in claim 1, further comprising:
a portable media drive configured to communicate with a portable memory device;
one or more portable memory units contained in a game controller; and
the game console being configured to present a user interface identifying the memory, the portable memory device, and the memory units that are available for storage of user data.

12. (Original) A game console as recited in claim 1, wherein the user interface comprises a parental control settings menu that allows a user to set various content filter levels for the different media types.

13. (Currently Amended) A game console, comprising:
an integrated hard disk memory that stores instructions required for running games on the game console;
a processor coupled to the hard disk memory; and
a console application stored in the hard disk memory and executed on the processor, wherein the console application presents a user interface to facilitate access to multiple different media types associated with a plurality of different sources and to facilitate access to game console settings, and to identify contents of the hard disk drive, wherein the user interface includes:

a main menu that identifies different media types;

a games collection menu selectable from the main menu to identify one or more game titles that are currently available to play;

a music collection menu selectable from the main menu to identify one or more music titles that are currently available to play; and

a movie collection menu selectable from the main menu to identify one or more movie titles that are currently available to play.

14-17. (Canceled).

18. (Currently Amended) A game console as recited in claim 13 [[17]], wherein the user interface further comprises a memory collection menu selectable from the main menu to identify the hard disk memory and any other memory devices available for storage of user data.

19. (Currently Amended) A game console as recited in claim 13 [[17]], wherein the user interface further comprises a games option menu selectable from the games collection menu to offer options pertaining to a selected game title.

20. (Currently Amended) A game console as recited in claim 13 [[17]], wherein the user interface further comprises a music player menu selectable from the music collection menu to facilitate playback of a selected music title.

21. (Currently Amended) A game console as recited in claim 13 [[17]], wherein the user interface further comprises a movie player selectable from the music collection menu to facilitate playback of a selected movie title.

22. (Currently Amended) A gaming system ~~game console~~, comprising:
a portable memory drive configured to communicate with a portable memory device that stores a first media type, the first media type being one of game media, music media, or movie media;
a game controller;
a memory unit coupled to the game controller and configured to store a second media type, the second media type being one of game media, music media, or movie media;
a processor coupled to the portable memory drive and the memory unit; and
a user interface to facilitate user selection of the first and second media types.

23-24. (Canceled).

25. (Currently Amended) A gaming system ~~game console~~ as recited in claim 22, wherein the memory unit is configured to store both the first and second media types.

26. (Currently Amended) A gaming system ~~game console~~ as recited in claim 22, wherein the first and second media types are selected from a group of media types comprising game data, audio data, and video data.

27. (Currently Amended) A gaming system ~~game console~~ as recited in claim 22, wherein the user interface comprises a graphical user interface that identifies the first and second media types.

28. (Currently Amended) A gaming system ~~game console~~ as recited in claim 22, wherein the user interface comprises a graphical user interface identifying contents of the portable memory drive and the memory unit.

29. (Currently Amended) A gaming system ~~game console~~ as recited in claim 22, wherein the user interface comprises a graphical user interface comprising:

a main menu that identifies the game media type, the music media type, and the movie media type;

a games collection menu selectable from the main menu to identify one or more game titles of the game media type that are currently available to play;

a music collection menu selectable from the main menu to identify one or more music titles of the music media type that are currently available to play; and

a movie collection menu selectable from the main menu to identify one or more movie titles of the movie media type that are currently available to play.

30. (Currently Amended) A gaming system game console as recited in claim 29, wherein the user interface further comprises a graphical user interface comprising:

a games option menu selectable from the games collection menu to offer options pertaining to a selected game title;

a music player menu selectable from the music collection menu to facilitate playback of a selected music title; and

a movie player selectable from the music collection menu to facilitate playback of a selected movie title.

31-34. (Canceled).

35. (Currently Amended) A gaming system game console, comprising:

a first game controller including a first portable memory unit;

a second game controller including a second portable memory unit;

a plurality of memory devices;

a processor; and

a user interface application ~~stored in the memory and~~ executed on the processor to present a memory collection menu that identifies the first and second portable plurality of memory units devices that are available for storage of user data.

36. (Currently Amended) A gaming system ~~game-console~~ as recited in claim 35, wherein the user interface application facilitates memory management of the ~~plurality of~~ first and second portable memory units ~~devices~~.

37. (Currently Amended) A gaming system ~~game-console~~ as recited in claim 35, wherein the memory collection menu contains graphical elements representative of the ~~plurality of~~ first and second portable memory units ~~devices~~, the graphical elements being depicted in a manner that visually conveys an amount of capacity available for storage in the first and second portable memory units.

38. (Currently Amended) A gaming system ~~game-console~~ as recited in claim 35, wherein the memory collection menu contains graphical elements representative of the ~~plurality of~~ first and second portable memory units ~~devices~~, the graphical elements being depicted with a gauge to denote amounts of filled and unfilled storage space in the first and second portable memory units.

39. (Currently Amended) A gaming system ~~game-console~~ as recited in claim 35, wherein the memory collection menu allows user selection of a particular portable memory unit ~~device~~, such that upon selection, the user interface application presents a memory contents menu that identifies contents of the selected portable memory unit ~~device~~.

40. (Currently Amended) A gaming system ~~game console~~ as recited in claim 39, wherein the memory contents menu identifies multiple saved games pertaining to a single game title previously played on the game console and facilitates user selection of a saved game.

41. (Currently Amended) A gaming system ~~game console~~ as recited in claim 39, wherein the memory contents menu identifies multiple saved games pertaining to a single game title previously played on the game console and facilitates user selection of multiple saved games.

42. (Currently Amended) A gaming system ~~game console~~ as recited in claim 35, wherein the user interface application facilitates copying of contents from one portable memory unit ~~device~~ to another memory device.

43. (Currently Amended) A gaming system ~~game console~~ as recited in claim 35, wherein the memory collection menu contains first and second graphical elements representative of at least first and second portable memory units ~~devices~~, the user interface application being configured to facilitate movement of a file stored on the first portable memory unit ~~device~~ to another ~~the second~~ memory device by dragging an icon associated with the file from the first graphical element to the second graphical element.

44 – 54. (Canceled).

55. (Currently Amended) A method comprising:

presenting a main menu for a game console that identifies different media types that may be played by the game console, the media types including a game media type, a music media type, and a movie media type;

upon selection of the game media type, navigating to a games collection menu that identifies ~~one or more~~ a plurality of game titles that are currently available to play, wherein the plurality of game titles are associated with multiple different game sources;

upon selection of the music media type, navigating to a music collection menu that identifies ~~one or more~~ a plurality of music titles that are currently available to play, wherein the plurality of music titles are associated with multiple different music sources; and

upon selection of the movie media type, navigating to a movie collection menu that identifies ~~one or more~~ a plurality of movie titles that are currently available to play, wherein the plurality of movie titles are associated with multiple different movie sources.

56. (Original) A method as recited in claim 55, further comprising, upon selection of a game title from the game collection menu, navigating to a menu to play the selected game title.

57. (Original) A method as recited in claim 55, further comprising, upon selection of a music title from the music collection menu, navigating to a menu to play the selected music title.

58. (Original) A method as recited in claim 55, further comprising, upon selection of a movie title from the movie collection menu, navigating to a menu to play the selected movie title.

59. (Original) A method as recited in claim 55, wherein the game console has one or more memory devices, further comprising presenting a memory collection menu that identifies the one or more memory devices that are available for storage of user data.

60. (Original) A method as recited in claim 59, further comprising, upon selection of a memory device from the memory collection menu, navigating to a memory contents menu that identifies contents of the selected memory device.

61. (Original) One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 55.

62. (Currently Amended) A method comprising:

presenting a memory collection menu that identifies a plurality of memory devices coupled to [[on]] a game console, wherein at least one of the plurality of memory devices is contained in a game controller coupled to the game console, and wherein the plurality of memory devices ~~that~~ are available for storage of user data; and

upon selection of a memory device, presenting a memory contents menu identifying contents of the selected memory device.

63. (Previously Amended) A method as recited in claim 62, further comprising facilitating, from the memory collection menu, memory management of the plurality of memory devices.

64. (Previously Amended) A method as recited in claim 62, further comprising depicting, as part of the memory collection menu, graphical elements representative of the plurality of memory devices in a manner that visually conveys an amount of capacity available for storing user data.

65. (Original) A method as recited in claim 62, further comprising listing, in the memory contents menu, multiple saved games pertaining to a single game title that have been previously played on the game console.

66. (Original) A method as recited in claim 65, further comprising facilitating, from the memory contents menu, selection of a set of two or more saved games for continued playing.

67. (Original) One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 62.

68-69. (Canceled).

70. (Currently Amended) A user interface for a game console, comprising:
a main menu configured to identify different media types that may be played by the game console, the media types including a game media type, a music media type, and a movie media type;

a games collection menu accessible from the main menu to identify one or more game titles associated with a plurality of different game sources, wherein the identified game titles ~~that~~ are currently available to play on the game console;

a music collection menu accessible from the main menu to identify one or more music titles associated with a plurality of different music sources, wherein the identified music titles ~~that~~ are currently available to play on the game console;
and

a movie collection menu accessible from the main menu to identify one or more movie titles associated with a plurality of different movie sources, wherein the identified movie titles ~~that~~ are currently available to play on the game console.

71. (Original) A user interface as recited in claim 70, further comprising a games option menu accessible from the games collection menu to offer options pertaining to a particular game title.

72. (Original) A user interface as recited in claim 71, further comprising one or more extensible menus accessible from the games option menu to provide information regarding the particular game title.

73. (Original) A user interface as recited in claim 70, further comprising a music player menu accessible from the music collection menu to facilitate playback of a particular music title.

74. (Original) A user interface as recited in claim 73, further comprising one or more soundtrack creation menus accessible from the music player menu to create a soundtrack from one or more tracks of music.

75. (Original) A user interface as recited in claim 70, further comprising a movie player menu accessible from the movie collection menu to facilitate playback of a particular movie title.

76. (Original) A user interface as recited in claim 70, further comprising a memory collection menu accessible from the main menu to identify one or more memory devices of the game console.

77. (Original) A user interface as recited in claim 76, further comprising a memory contents menu accessible from the memory collection menu to identify contents of the selected memory device.

78. (Original) A user interface as recited in claim 70, further comprising a settings collection menu accessible from the main menu to offer system level options for operating the game console.

79. (Original) A user interface as recited in claim 78, further comprising a clock settings menu accessible from the settings collection menu to facilitate adjustment of a system clock in the game console.

80. (Original) A user interface as recited in claim 78, further comprising a language settings menu accessible from the settings collection menu to facilitate adjustment of a language used in the game console.

81. (Original) A user interface as recited in claim 78, further comprising an audio settings menu accessible from the settings collection menu to facilitate user selection of an audio mode.

82. (Original) A user interface as recited in claim 78, further comprising a video settings menu accessible from the settings collection menu to facilitate user selection of a video mode.

83. (Original) A user interface as recited in claim 78, further comprising a parental control settings menu accessible from the settings collection menu to allow a user to set various content filter levels for the different media types.

84-86. Canceled.